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5

ACTION

+1 to the bonus
of any action.

COMPLICATION

S: P: — G: Fatigued
D: G: Flurry P: —

Act: ATTACK/DEFEND

4

ACTION

+1 to the bonus
of any action.

COMPLICATION

S: P: — G: Fatigued
D: G: Flurry P: —

Act: ATTACK/DEFEND

3

ACTION

+1 to the bonus
of any action.

COMPLICATION

S: P: — G: Fatigued
D: G: Flurry P: —

Act: ATTACK/DEFEND

2

ACTION

+1 to the bonus
of any action.

COMPLICATION

S: P: — G: Fatigued
D: G: Flurry P: —

Act: ATTACK/DEFEND

1

ACTION

+1 to the bonus
of any action.

COMPLICATION

S: P: — G: Fatigued
D: G: Flurry P: —

Act: ATTACK/DEFEND

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10

DOUBLE CROSS

Gain +6 to any action performed that directly betrays the rest of the party.

CRITICAL PROBLEM

S: P: — G: Stymied
D: G: Flurry P: Confused

Act: ATTACK/TRICK

9

ADRENALINE

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

CRITICAL PROBLEM

S: P: — G: Fatigued
D: G: — P: Inspiration

Act: ATTACK/TRICK

8

ADRENALINE

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

CRITICAL PROBLEM

S: P: — G: Fatigued
D: G: — P: Inspiration

Act: ATTACK/TAUNT

7

ADRENALINE

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

CRITICAL PROBLEM

S: P: — G: Fatigued
D: G: — P: Inspiration

Act: ATTACK/TAUNT

6

ADRENALINE

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

CRITICAL PROBLEM

S: P: — G: Fatigued
D: G: — P: Inspiration

Act: ATTACK/TAUNT

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15

COMMON GROUND

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out facing the GM.

POSSIBLE SETBACK

S: P: — G: Breaks
D: G: Inspiration P: —

Act: DEFEND/TAUNT

14

BREAKTHROUGH

Add +3 to any skill use your character is normally untrained in and roll as if trained.

POSSIBLE SETBACK

S: P: — G: Stymied
D: G: Inspiration P: —

Act: DEFEND/TAUNT

13

BREAKTHROUGH

Add +3 to any skill use your character is normally untrained in and roll as if trained.

POSSIBLE SETBACK

S: P: — G: Stymied
D: G: Inspiration P: —

Act: DEFEND/TAUNT

12

BREAKTHROUGH

Add +3 to any skill use your character is normally untrained in and roll as if trained.

POSSIBLE SETBACK

S: P: — G: Stymied
D: G: Inspiration P: —

Act: DEFEND/TAUNT

11

BREAKTHROUGH

Add +3 to any skill use your character is normally untrained in and roll as if trained.

POSSIBLE SETBACK

S: P: — G: Stymied
D: G: Flurry P: Confused

Act: DEFEND/TAUNT

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20

ADRENALINE

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

SKILL A B C D

S: P: — G: Up
D: G: — P: Flurry

Act: DEFEND/MANEUVER

19

ADRENALINE

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

SKILL A B C D

S: P: — G: Breaks
D: G: — P: Flurry

Act: DEFEND/MANEUVER

18

COMMON GROUND

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out facing the GM.

SKILL A B C D

S: P: — G: Breaks
D: G: — P: —

Act: DEFEND/TAUNT

17

COMMON GROUND

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out facing the GM.

SKILL A B C D

S: P: — G: Breaks
D: G: Inspiration P: —

Act: DEFEND/TAUNT

16

COMMON GROUND

Establish "common ground" with an otherwise alien or unknown being or group. Set this card out facing the GM.

SKILL A B C D

S: P: — G: Breaks
D: G: Inspiration P: —

Act: DEFEND/TAUNT

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25

ALERTNESS

You notice a previously unseen item, character or clue. Set this card out facing the GM.

SKILL A B C D

S: P: Flurry G:—
D: G: Trick/ P:—
Intimidation

Act: DEFEND/TRICK

24

ALERTNESS

You notice a previously unseen item, character or clue. Set this card out facing the GM.

SKILL A B C D

S: P: Flurry G:—
D: G: Trick/ P:—
Intimidation

Act: DEFEND/MANEUVER

23

ALERTNESS

You notice a previously unseen item, character or clue. Set this card out facing the GM.

SKILL A B C D

S: P: Flurry G:—
D: G: Trick/ P:—
Intimidation

Act: DEFEND/MANEUVER

22

ADRENALINE

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

SKILL A B C D

S: P: Flurry G:—
D: G: Setback P:—

Act: DEFEND/MANEUVER

21

ADRENALINE

Add +3 to the action value of Dexterity, Strength, Endurance, Toughness, or Agility or a related skill.

SKILL A B C D

S: P:— G: Flurry
D: G:— P: Flurry

Act: DEFEND/MANEUVER

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30

WILLPOWER

Add +3 to the action value of any Mind, Intellect, or related skill.

SKILL B D

S: P: Flurry G: —
D: G: Up P: —

Act: TRICK/TAUNT

29

WILLPOWER

Add +3 to the action value of any Mind, Intellect, or related skill.

SKILL B D

S: P: Flurry G: —
D: G: Up P: —

Act: TRICK/TAUNT

28

WILLPOWER

Add +3 to the action value of any Mind, Intellect, or related skill.

SKILL B D

S: P: Flurry G: —
D: G: Up P: Flurry

Act: MANEUVER/TAUNT

27

SUSPICION

Subplot.
Character is suspected of being guilty of an act he may or may not have performed.

SKILL A B

S: P: Flurry G: —
D: G: — P: Fatigue

Act: DEFEND/TRICK

26

CAMPAIGN

If the player and GM both agree, this card makes a subplot permanent.

SKILL A B

S: P: Flurry G: —
D: G: — P: Fatigue

Act: DEFEND/TRICK

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35

WILLPOWER

Add +3 to the action value of any Mind, Intellect, or related skill.

SKILL A B

S: P: Up G: —
D: G: — P: —

Act: TAUNT/
INTIMIDATION

34

WILLPOWER

Add +3 to the action value of any Mind, Intellect, or related skill.

SKILL A B

S: P: Up G: —
D: G: Up P: —

Act: TRICK/TAUNT

33

WILLPOWER

Add +3 to the action value of any Mind, Intellect, or related skill.

SKILL A B

S: P: Up G: —
D: G: Up P: —

Act: TRICK/TAUNT

32

WILLPOWER

Add +3 to the action value of any Mind, Intellect, or related skill.

SKILL B D

S: P: Up G: —
D: G: Up P: —

Act: TRICK/TAUNT

31

WILLPOWER

Add +3 to the action value of any Mind, Intellect, or related skill.

SKILL B D

S: P: Up G: —
D: G: Up P: —

Act: TRICK/TAUNT

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40

SEIZE INITIATIVE

You may either keep the current card on the action stack for another round, or flip a new one for this round.

SKILL A C

S: P: Fatigued G: —
D: G: — P: —

Act: MANEUVER/TRICK

39

RALLY

All players may draw one card into their pools in exchange for this card.

SKILL A C

S: P: Fatigued G: —
D: G: — P: —

Act: MANEUVER/TRICK

38

RALLY

All players may draw one card into their pools in exchange for this card.

SKILL A C

S: P: Fatigued G: —
D: G: — P: —

Act: MANEUVER/TRICK

37

PERSONAL STAKE

Subplot.
Character has some vested interest in the situation.

SKILL A C

S: P: Fatigued G: —
D: G: — P: —

Act: MANEUVER/TRICK

36

DRAMA

May be used as a Life Point or turned in for three Skill Points at any time.

SKILL A B

S: P: Fatigued G: —
D: G: — P: —

Act: TAUNT/
INTIMIDATION

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45

OPPONENT FAILS

This card negates an opponent's successful action against you only.

SKILL A C

S: P: Fatigued G: —
D: G: Trick/ Intimidation P: —

Act: MANEUVER/
INTIMIDATION

44

OPPONENT FAILS

This card negates an opponent's successful action against you only.

SKILL A C

S: P: Fatigued G: —
D: G: — P: Confused

Act: MANEUVER/
INTIMIDATION

43

OPPONENT FAILS

This card negates an opponent's successful action against you only.

SKILL A C

S: P: Setback G: —
D: G: — P: —

Act: MANEUVER/
INTIMIDATION

42

SEIZE INITIATIVE

You may either keep the current card on the action stack for another round, or flip a new one for this round.

SKILL A C

S: P: — G: Setback
D: G: — P: —

Act: MANEUVER/
INTIMIDATION

41

SEIZE INITIATIVE

You may either keep the current card on the action stack for another round, or flip a new one for this round.

SKILL A C

S: P: Fatigued G: —
D: G: — P: —

Act: MANEUVER/TRICK

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50

DRAMA

May be used as a Life Point or turned in for three Skill Points at any time.

SKILL A B

S: P: — G: —
D: G: — P: Fatigue

Act: MANEUVER/TAUNT

49

DRAMA

May be used as a Life Point or turned in for three Skill Points at any time.

SKILL A B

S: P: Inspiration G: —
D: G: — P: Fatigue

Act: DEFEND/TRICK

48

DRAMA

May be used as a Life Point or turned in for three Skill Points at any time.

SKILL A B

S: P: — G: Flurry
D: G: — P: Fatigue

Act: DEFEND/TRICK

47

DRAMA

May be used as a Life Point or turned in for three Skill Points at any time.

SKILL A B

S: P: — G: Flurry
D: G: — P: Fatigue

Act: DEFEND/TRICK

46

DRAMA

May be used as a Life Point or turned in for three Skill Points at any time.

SKILL A B

S: P: — G: Flurry
D: G: — P: Fatigue

Act: DEFEND/TRICK

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55

HASTE

You may perform one extra action this round in exchange for this card.

SKILL A D

S: G: — P: —
D: G: Trick/
Taunt P: —

Act: TAUNT/
INTIMIDATION

54

HASTE

You may perform one extra action this round in exchange for this card.

SKILL A B

S: G: — P: —
D: G: Up P: Flurry

Act: MANEUVERTAUNT

53

HASTE

You may perform one extra action this round in exchange for this card.

SKILL A B

S: G: — P: —
D: G: Up P: Flurry

Act: MANEUVERTAUNT

52

HASTE

You may perform one extra action this round in exchange for this card.

SKILL A B

S: G: — P: —
D: G: Up P: Flurry

Act: MANEUVERTAUNT

51

DRAMA

May be used as a Life Point or turned in for three Skill Points at any time.

SKILL A B

S: G: — P: —
D: G: — P: Setback

Act: MANEUVERTAUNT

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60

CONNECTION

You know someone in the area who can aid you.

SKILL B D

S: G: — P: Fatigue
D: G: Taunt/ P: —
Intimidation

Act: MANEUVER/
INTIMIDATION

59

CONNECTION

You know someone in the area who can aid you.

SKILL B D

S: G: — P: Fatigue
D: G: Taunt/ P: —
Intimidation

Act: MANEUVER/
INTIMIDATION

58

HASTE

You may perform one extra action this round in exchange for this card.

SKILL A D

S: G: — P: —
D: G: Trick/ P: —
Intimidation

Act: TAUNT/
INTIMIDATION

57

HASTE

You may perform one extra action this round in exchange for this card.

SKILL A D

S: G: — P: —
D: G: Trick/ P: —
Intimidation

Act: TAUNT/
INTIMIDATION

56

HASTE

You may perform one extra action this round in exchange for this card.

SKILL A D

S: G: — P: —
D: G: Trick/ P: —
Intimidation

Act: TAUNT/
INTIMIDATION

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65

LEADERSHIP

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.

SKILL B C

S: G: — P: Flurry
D: G: Trick/ P: —
Taunt

Act: TRICK/
INTIMIDATION

64

LEADERSHIP

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.

SKILL B C

S: G: — P: Flurry
D: G: Intimidation/ P: —
Taunt

Act: TRICK/
INTIMIDATION

63

ROMANCE

Subplot.
You attract a romantic interest.

SKILL B D

S: G: — P: Flurry
D: G: — P: Stymied

Act: MANEUVER/
INTIMIDATION

62

MARTYR

Subplot. You sacrifice your life to perform a gamemaster-approved task.

SKILL B D

S: G: — P: Flurry
D: G: Setback P: —

Act: MANEUVER/
INTIMIDATION

61

CONNECTION

You know someone in the area who can aid you.

SKILL B D

S: G: — P: Fatigue
D: G: — P: Setback

Act: MANEUVER/
INTIMIDATION

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85

IDEA

The GM will give you a hint regarding a specific unsolved problem in the adventure.

SKILL A B C

S: G: — P: —
D: P: Confused G: Flurry

Act: ATTACK/MANEUVER

84

IDEA

The GM will give you a hint regarding a specific unsolved problem in the adventure.

SKILL A B C

S: G: — P: Inspiration
D: P: — G: Flurry

Act: ATTACK/MANEUVER

83

IDEA

The GM will give you a hint regarding a specific unsolved problem in the adventure.

SKILL A B D

S: G: Up P: —
D: P: — G: Flurry

Act: ATTACK/MANEUVER

82

MISTAKEN IDENTITY

Subplot. Someone in the area mistakes you for someone else, or you mistake someone in the area for someone you know.

SKILL A B D

S: G: Setback P: —
D: P: — G: Flurry

Act: None

81

NEMESIS

Subplot. Someone in the area has a grudge against the character or *vice versa*.

SKILL A B D

S: G: — P: Setback
D: P: — G: Inspiration

Act: None

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70

CLAIM

Put the top card from the discard pile in your hand in exchange for this one from your pool.

SKILL A D

S: G: Fatigue P: —
D: P: Setback G: Trick/
Taunt

Act: TRICK/MANEUVER

69

EFFECT

Add +2 to the effect value of any action.

SKILL A D

S: G: Fatigue P: —
D: P: Setback G: —

Act: TRICK/MANEUVER

68

EFFECT

Add +2 to the effect value of any action.

SKILL A D

S: G: Fatigue P: —
D: P: — G: Setback

Act: TRICK/MANEUVER

67

EFFECT

Add +2 to the effect value of any action.

SKILL A D

S: G: Fatigue P: —
D: P: Stymied G: Trick/
Taunt

Act: TRICK/
INTIMIDATION

66

LEADERSHIP

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.

SKILL B C

S: G: — P: Flurry
D: G: Intimidation/ P: —
Taunt

Act: TRICK/
INTIMIDATION

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PRESENCE

Add +3 to the value of any Charisma, Confidence, or related skill.

SKILL A B D

S: G: Stymied P: —
D: P: Setback G: Taunt/
Intimidation

Act: Any

74

PRESENCE

Add +3 to the value of any Charisma, Confidence, or related skill.

SKILL A B D

S: G: Stymied P: —
D: P: Setback G: Taunt/
Intimidation

Act: Any

73

PRESENCE

Add +3 to the value of any Charisma, Confidence, or related skill.

SKILL A C

S: G: Stymied P: —
D: P: Setback G: Taunt/
Intimidation

Act: Any

72

CLAIM

Put the top card from the discard pile in your hand in exchange for this one from your pool.

SKILL A D

S: G: Fatigue P: —
D: P: Flurry G: Up

Act: TRICK/MANEUVER

71

CLAIM

Put the top card from the discard pile in your hand in exchange for this one from your pool.

SKILL A D

S: G: Fatigue P: —
D: P: Flurry G: Up

Act: TRICK/MANEUVER

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PRESENCE

Add +3 to the value of any Charisma, Confidence, or related skill.

SKILL A B D

S: G: Breaks P: —

D: P: — G: Inspiration

Act: None

79

PRESENCE

Add +3 to the value of any Charisma, Confidence, or related skill.

SKILL A B D

S: G: Flurry P: Up

D: P: — G: Inspiration

Act: None

78

PRESENCE

Add +3 to the value of any Charisma, Confidence, or related skill.

SKILL A B D

S: G: —

D: P: — G: Inspiration

Act: None

77

PRESENCE

Add +3 to the value of any Charisma, Confidence, or related skill.

SKILL A B D

S: G: —

D: P: Stymied G: Taunt/
Intimidation

Act: Any

76

PRESENCE

Add +3 to the value of any Charisma, Confidence, or related skill.

SKILL A B D

S: G: —

D: P: Stymied G: Trick/
Intimidation

Act: Any

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90

HERO

This card may be spent as a Life Point but may not be turned in for Skill Points.

SKILL A B C

S: G: — P: —
D: P: — G: —

Act: INTIMIDATION/
DEFEND

89

HERO

This card may be spent as a Life Point but may not be turned in for Skill Points.

SKILL A B C

S: G: — P: —
D: P: Fatigue G: —

Act: INTIMIDATION/
DEFEND

88

HERO

This card may be spent as a Life Point but may not be turned in for Skill Points.

SKILL A B C

S: G: — P: —
D: P: Fatigue G: —

Act: INTIMIDATION/
DEFEND

87

HERO

This card may be spent as a Life Point but may not be turned in for Skill Points.

SKILL A B C

S: G: — P: —
D: P: Fatigue G: —

Act: ATTACK/MANEUVER

86

HERO

This card may be spent as a Life Point but may not be turned in for Skill Points.

SKILL A B C

S: G: — P: —
D: P: Fatigue G: —

Act: ATTACK/MANEUVER

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SUPPORTER

Add +3 to any other character's action by providing roleplayed support and playing this card.

SKILL B C

S: G: — P: —
D: P: Inspiration G: —

Act: TRICK/ATTACK

94

SECOND CHANCE

Reroll an action you have just attempted from the very beginning.

SKILL B C

S: G: — P: —
D: P: Inspiration G: —

Act: INTIMIDATION/
DEFEND

93

SECOND CHANCE

Reroll an action you have just attempted from the very beginning.

SKILL A B C

S: G: — P: —
D: P: Inspiration G: —

Act: INTIMIDATION/
DEFEND

92

SECOND CHANCE

Reroll an action you have just attempted from the very beginning.

SKILL A B C

S: G: — P: —
D: P: — G: —

Act: INTIMIDATION/
DEFEND

91

CLAIM

Put the top card from the discard pool in your hand in exchange for this one from your pool.

SKILL A B C

S: G: — P: —
D: P: — G: —

Act: INTIMIDATION/
DEFEND

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100

SUPPORTER

Add +3 to any other character's action by providing roleplayed support and playing this card.

SKILL B C

S: G: — P: —
D: P: — G: —

Act: TRICK/
INTIMIDATION

99

SUPPORTER

Add +3 to any other character's action by providing roleplayed support and playing this card.

SKILL B C

S: G: — P: —
D: P: — G: Up

Act: TRICK/
INTIMIDATION

98

SUPPORTER

Add +3 to any other character's action by providing roleplayed support and playing this card.

SKILL B C

S: G: — P: —
D: P: — G: Up

Act: TRICK/
INTIMIDATION

97

SUPPORTER

Add +3 to any other character's action by providing roleplayed support and playing this card.

SKILL B C

S: G: — P: —
D: P: — G: Up

Act: TRICK/ATTACK

96

SUPPORTER

Add +3 to any other character's action by providing roleplayed support and playing this card.

SKILL B C

S: G: — P: —
D: P: Setback G: Flurry

Act: TRICK/ATTACK

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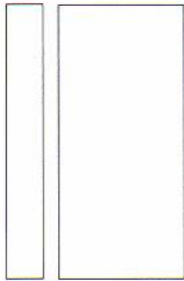
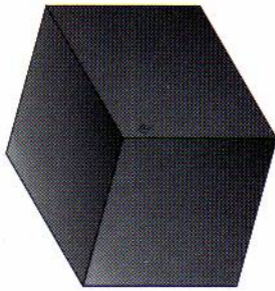
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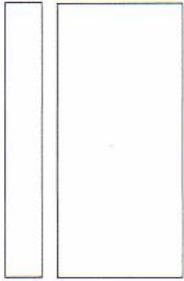
INTERLOPER



S:



D:



S:



D:

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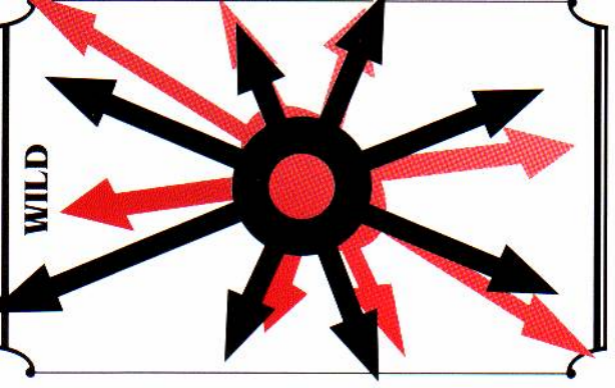
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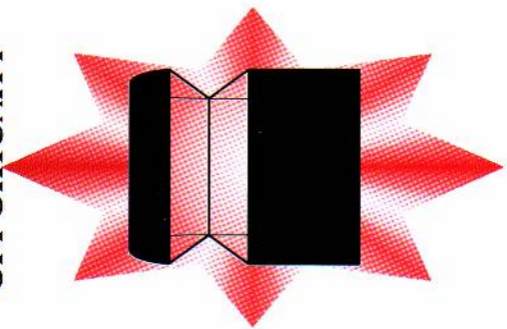
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WILD



OPPORTUNITY



DISASTER

